

# CSC 255    *Objects and Algorithms*    Week 1 Agenda

Here is our course agenda for this week:

## ***This Week's Topic(s) / Objectives***

A Review of Object - Oriented Programming

## ***Textbook Reading Assignment***

Chapter	Title
1	Programming with Objects

## ***Classroom Lecture Topics / Online Reading Topics***

Review the glossary terms of the above chapter(s).

## ***Due Dates***

Please observe the posted due dates of the homework and laboratory assignments.

## ***Announcements***

Welcome to the course. This week, your tasks will be as follows:

- Review the overall course policies and procedures, such as completing and submitting course assignments, as stated in the syllabus and in the "Welcome" document, both of which are posted online.
- Observe the homework and computer laboratory assignment due dates that also are listed in the "Due Dates" document, posted on the course Web site.
- For each homework assignment that you complete, use the accompanying MS Excel answer sheet to enter your answers for the assignment or complete the given MS Word document and then email the file for credit to:  
[papademas@aol.com](mailto:papademas@aol.com)
- The first laboratory assignments concern completing various projects using C + + . The projects basically are a review of the essentials of programming logic, the fundamentals of programming with C + + and a review of object - oriented programming. Submit the lab assignment via email as a file attachment to: [papademas@aol.com](mailto:papademas@aol.com)
- Also, your task this week is to send an electronic message ( email ) to your instructor at: [papademas@aol.com](mailto:papademas@aol.com)

This email message is to consist of your computer science autobiography. Within the body of the email, write about your computer science background. Include a short list of the related college courses that you have completed thus far. You may also comment on the computer science topics that appeal to you most.

- This week your reading assignment concerns the topic of " Object - Oriented Programming " . This involves the defining of classes, construction of class data members and methods and the instantiation of class objects.